PhysicsProcessor

- fallback
- hostFallbackBuffer
- fallbackOrigin
- fallbackRegion
- TBO
- globalWorkSize
- localWorkSize
- countVoxelsSize
- context
- device
and 14 more...

+ ~PhysicsProcessor()
+ spawnVoxel()
+ spawnVoxelsInArea()
+ countVoxels()
+ loadSimulation()
+ generateFrame()
- PhysicsProcessor()